

Sonic the comic

starring

SONIC
THE HEDGEHOG™



NEW
SERIES

SHINOBI!

BRAVES THE ELEMENTS!

SWASHBUCKLING
NEW
SERIES

CAPTAIN PLUNDER

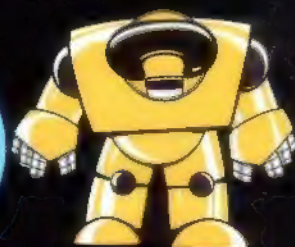
**& HIS SKY
PIRATES!**

PLUS

TAILS PIN-UP!



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

As we tune into another exciting issue, spare a thought for STC's news droid, currently recharging in hospital after short circuiting his fuse. It's unfortunate that you humes take longer to mend than robots, otherwise I'd have referred him to Quick Fit!

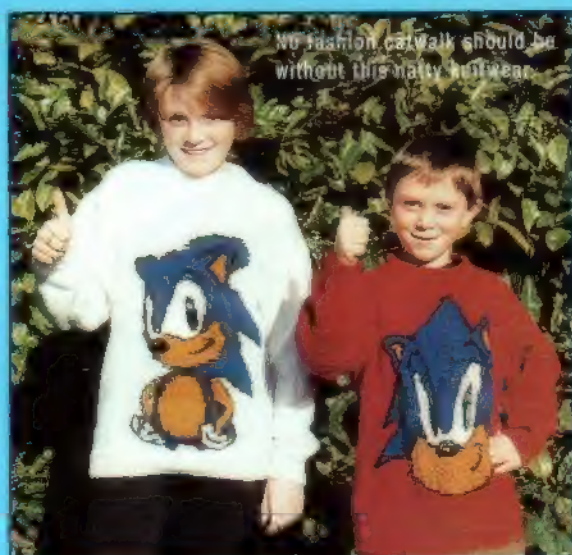
On the stories front, there are three to keep you entertained, starting with **Sonic in Mystery of The Sandopolis Zone**. There's the swash-buckling new series, **Captain Plunder and His Sky Pirates**. Also, fans of **Shinobi** are in for a double-karate treat as there's action from the orient in **Power of the Elements**, plus the **Graphic Zone** pays tribute to the mighty warrior.

All's about to change again as **Sonic's World** heads for the exit (for now) in the conclusion to **Enter the Cybernik**. However, the big thaw begins next issue when **Tails** stars in **Zonerunner 2** and **The Big Freeze**. Finally, to keep you going till issue 48, turn to the back page for a chillingly good pin-up of **Tails**. Coo-ell!

Megadroid

HANDY HUMES!

Judging by these photos, there are some incredibly crafty mothers out there extending their talents to Sonic and Co.



↑ Sarah & Timothy Williamson, Loughborough, Leics. MD owners.
Sonic Badge Winners.



↑ Richard Brookes, Willsbridge, Bristol. MD owner.
Sonic Badge Winner.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.



MEGA DRIVE

- 1 — FIFA SOCCER '95
- 2 — MICRO MACHINES 2
- 3 NEW CANNON FODDER
- 4 THE LION KING
- 5 PGA TOUR GOLF 3
- 6 JIMMY WHITE'S WHIRLWIND SNOOKER
- 7 MICKEY MANIA
- 8 SONIC SPINBALL
- 9 SONIC AND KNUCKLES
- 10 RUGBY WORLD CUP '95

MEGA-CD

- 1 — FIFA INTERNATIONAL SOCCER
- 2 MORTAL KOMBAT
- 3 REBEL ASSAULT
- 4 THUNDERHAWK
- 5 SONIC CD
- 6 ECCO THE DOLPHIN
- 7 NEW SHERLOCK HOLMES 2
- 8 PRINCE OF PERSIA
- 9 SHERLOCK HOLMES
- 10 MICROCOSM

MASTER SYSTEM

- 1 ROBOCOP V TERMINATOR
- 2 SONIC CHAOS
- 3 SONIC THE HEDGEHOG 2
- 4 JUNGLE BOOK
- 5 DONALD DUCK
- 6 SONIC THE HEDGEHOG
- 7 DESERT STRIKE
- 8 THE LION KING
- 9 CYBER SHINOBI
- 10 ASTERIX AND THE SECRET MISSION

GAME GEAR

- 1 COOL SPOT
- 2 SUPER OFF ROAD
- 3 SONIC THE HEDGEHOG 2
- 4 TAZ-MANIA
- 5 THE LION KING
- 6 SONIC CHAOS
- 7 MICKEY MOUSE 2
- 8 WORLD CLASS LEADERBOARD
- 9 FIFA INTERNATIONAL SOCCER
- 10 THE SIMPSONS

- Managing Editor: Richard Burton
- Editors: Deborah Tate
- Designer: Gary Knight
- Assistant Editor: Audrey Wong
- Covers: Jon Howard
- Publisher: Rob McMenamy

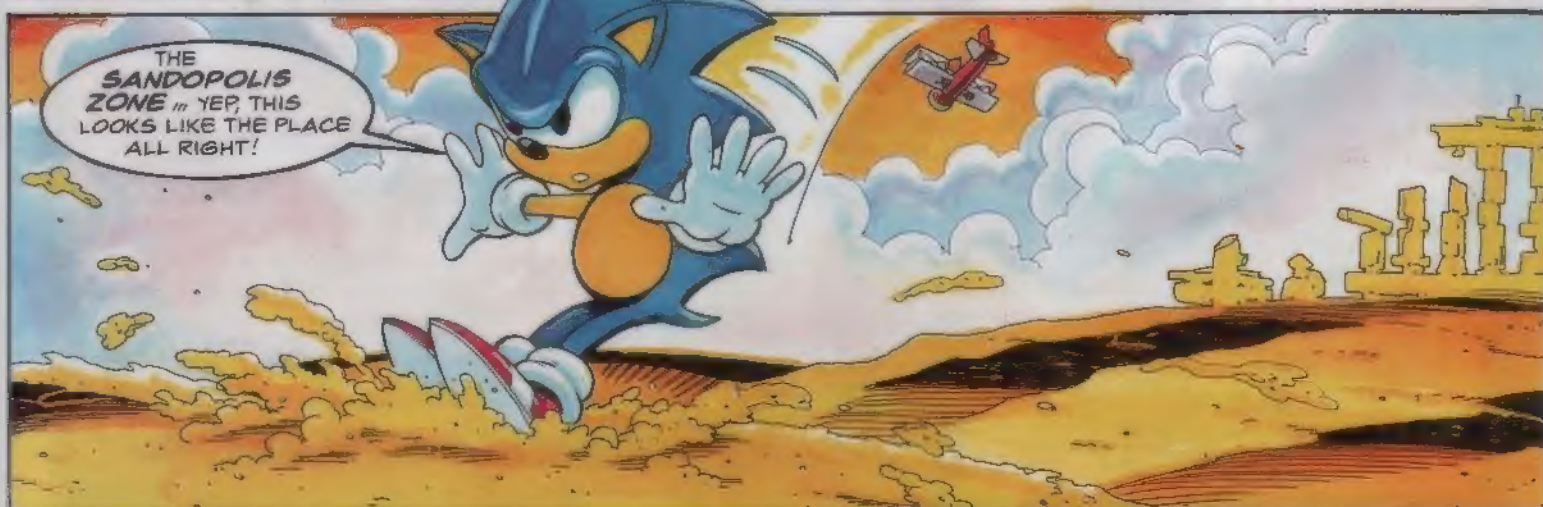
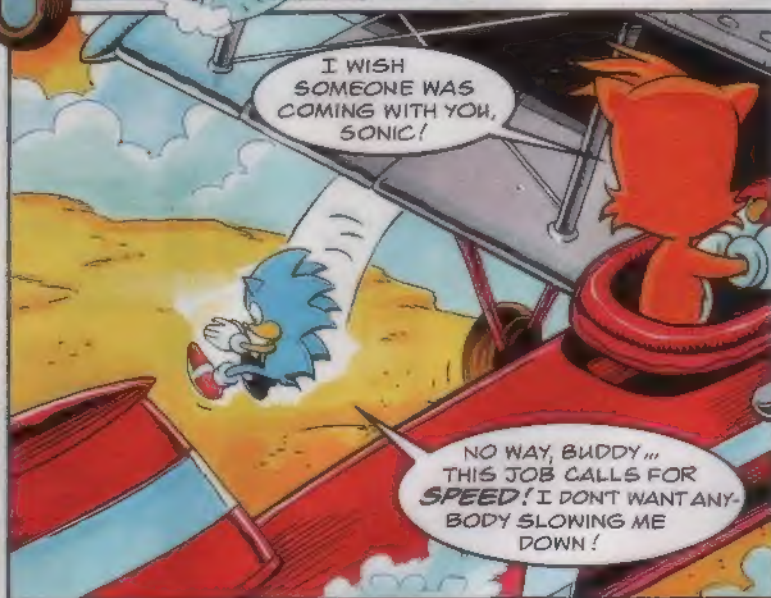
Published every other Saturday by Fantasy Editions Ltd., 25/31 Tavistock Place, London WC1H 9DF. Tel: 071 346 6400. Since the Comic can not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Wiltshire, Wilt. Malmesbury. Covers printed by Spinkwoods Southampton Ltd., Colchester. Originated by David Brown Graphics Ltd., London. Copyright © Fantasy Editions Ltd., 1995. Copyright © Sega Enterprises Ltd. Licensed by Copyright Protection Ltd. Mako's Magic Football © copyright © Dream Group Ltd., 1995. Reproduction without permission strictly prohibited. Circulation/trade enquiries: Seymour, Walker House, 120 W. London Road, London SE18 4PP. Tel: 091 683 3034. Production: Sarah Colley. Advertising: Sam Glendon. Tel: 071 346 6410. ISSN 0959 3001.

SONIC

THE HEDGEHOG

Mystery of the Sandopolis Zone PART 1

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Elfo de' Viljo

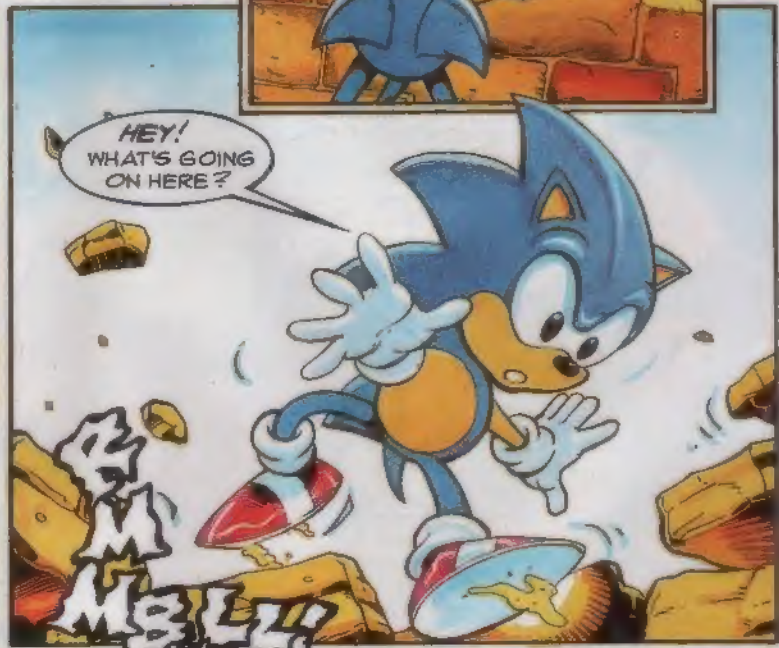




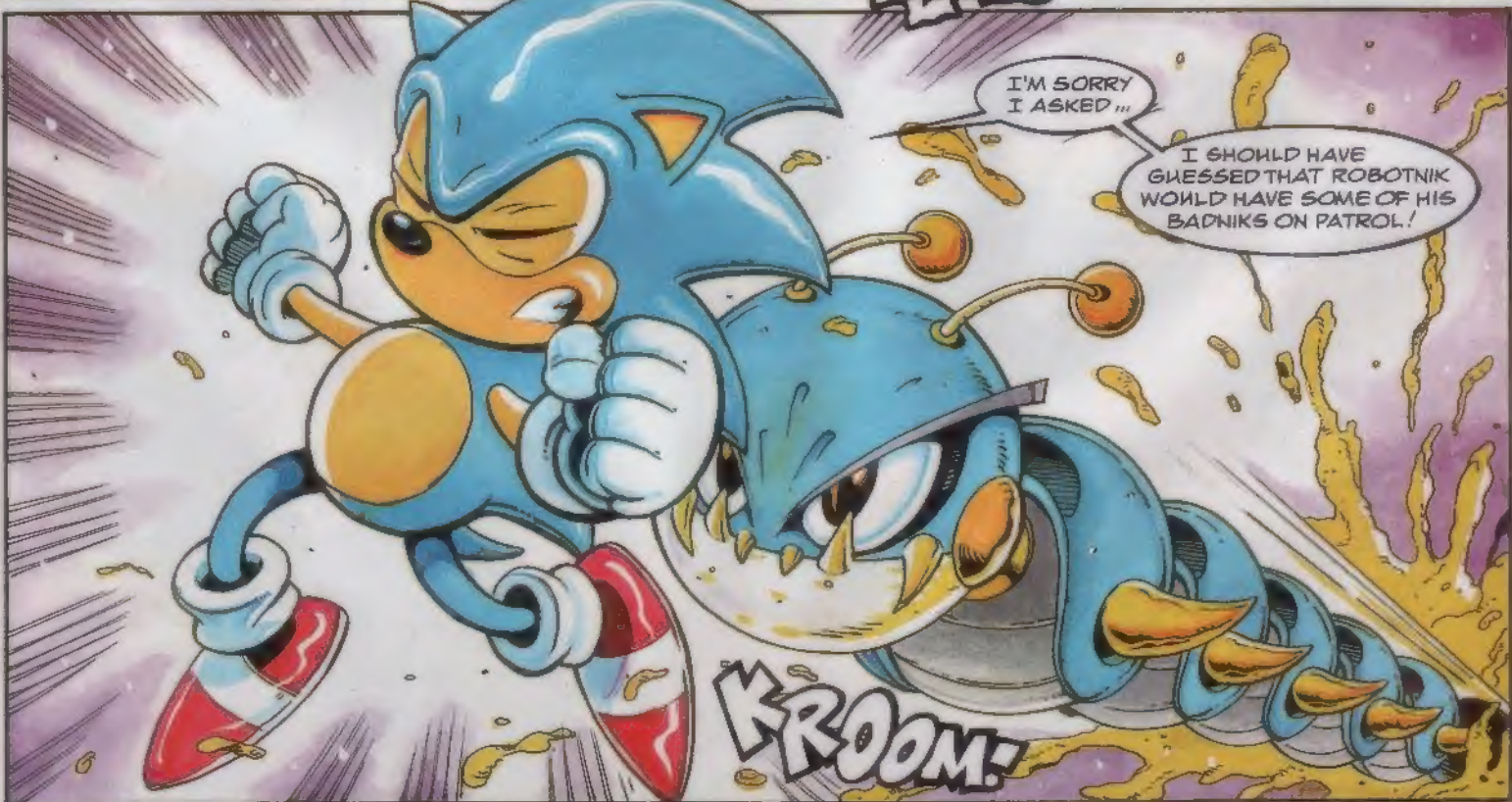
BOY, THAT THING SURE GIVES ME THE CREEPS!



I CAN'T LET THAT HAPPEN!



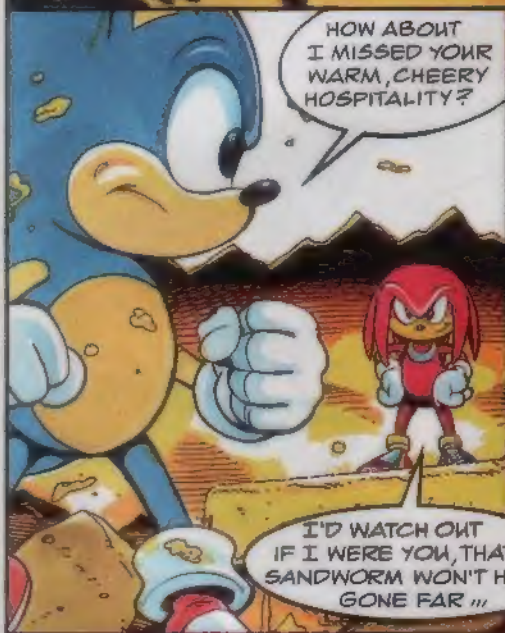
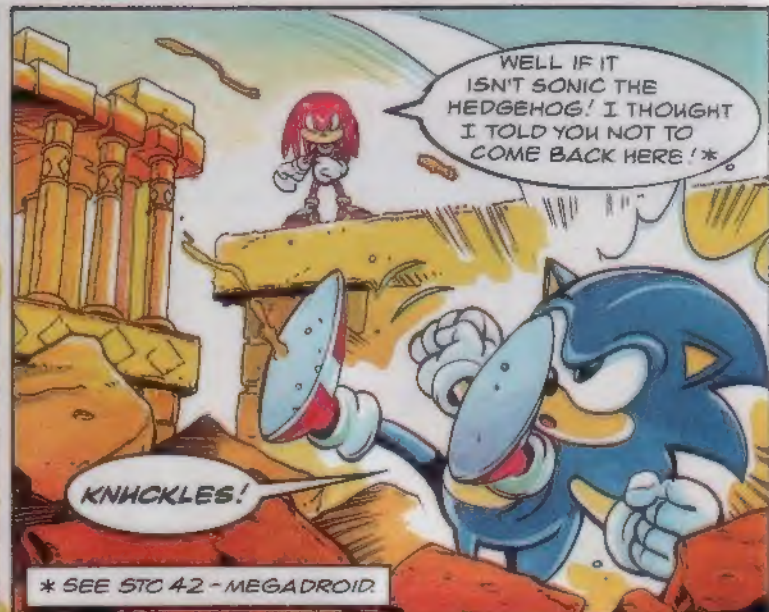
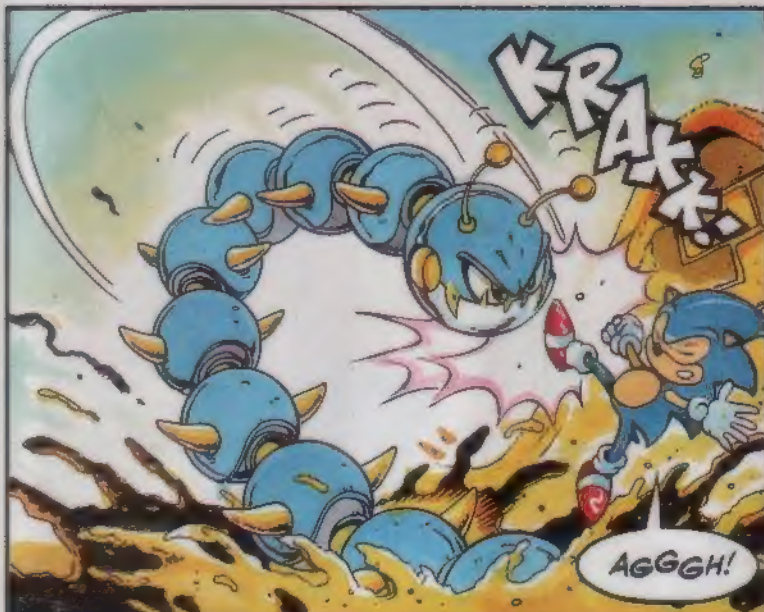
HEY! WHAT'S GOING ON HERE?

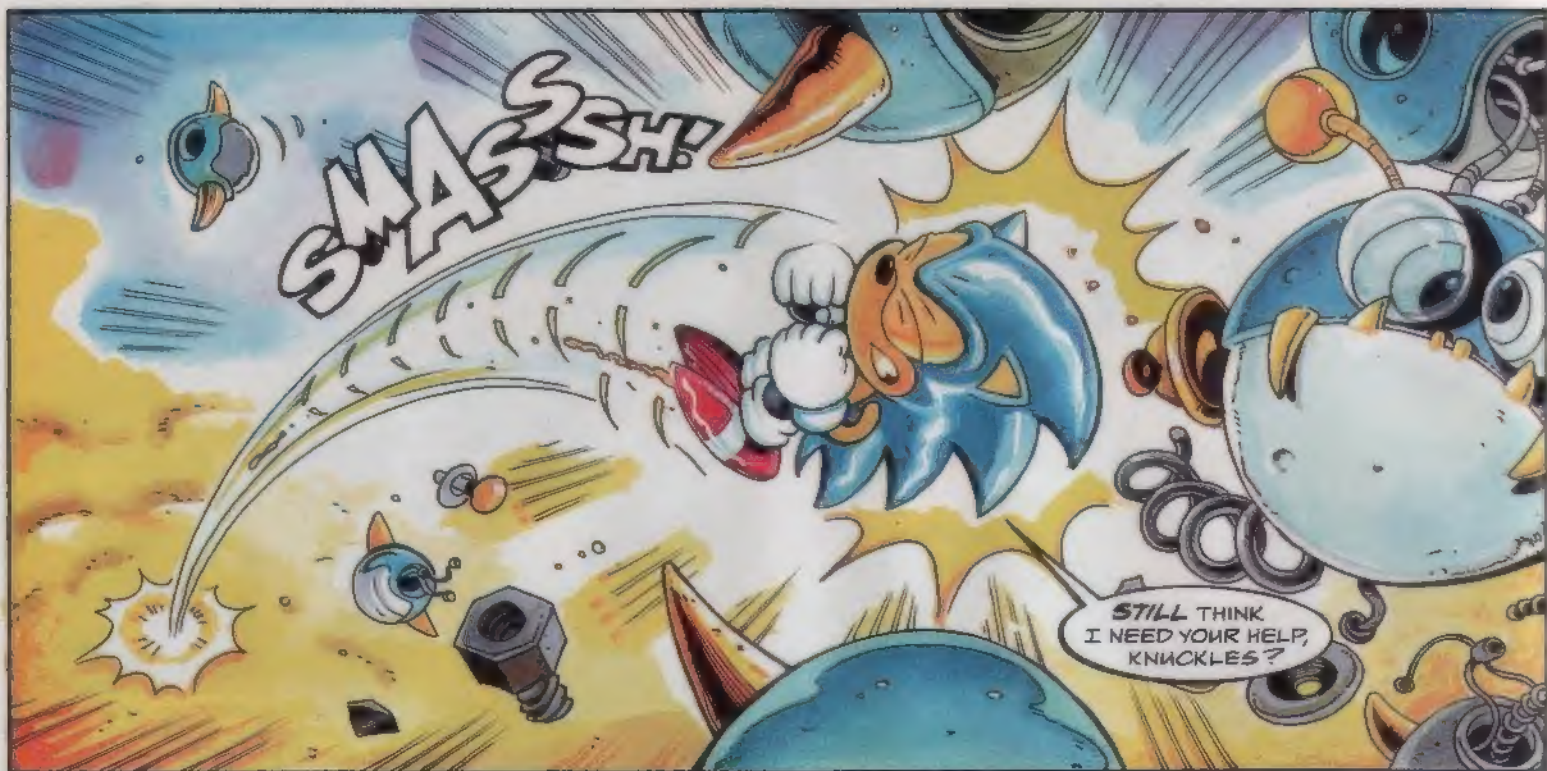


I'M SORRY I ASKED...

I SHOULD HAVE GUESSED THAT ROBOTNIK WOULD HAVE SOME OF HIS BADNIKS ON PATROL!

KROOM!



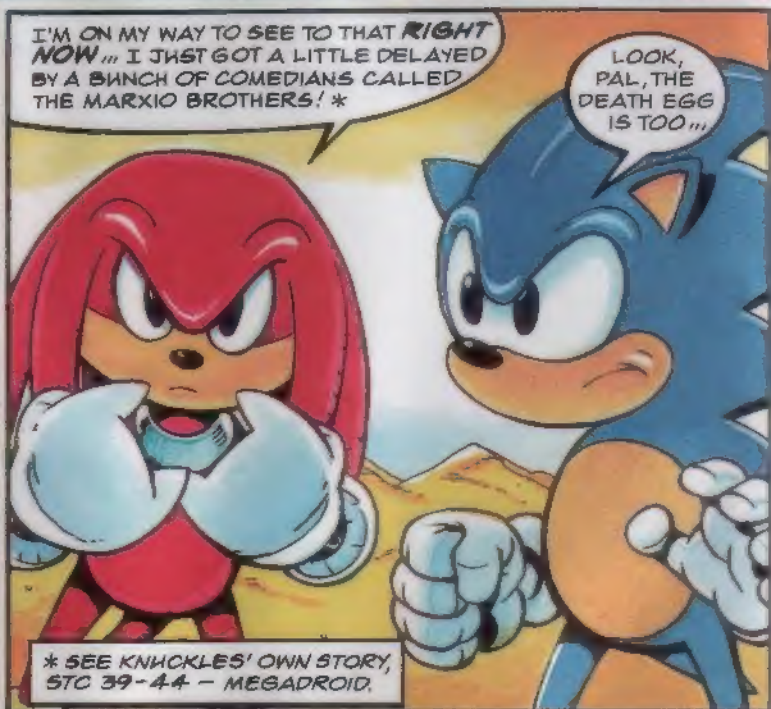


STILL THINK
I NEED YOUR HELP,
KNUCKLES?



SO WHAT DO
YOU WANT, SONIC? I'M
GETTING A LITTLE TIRED OF
PEOPLE ARRIVING ON MY
HOME UNINVITED!

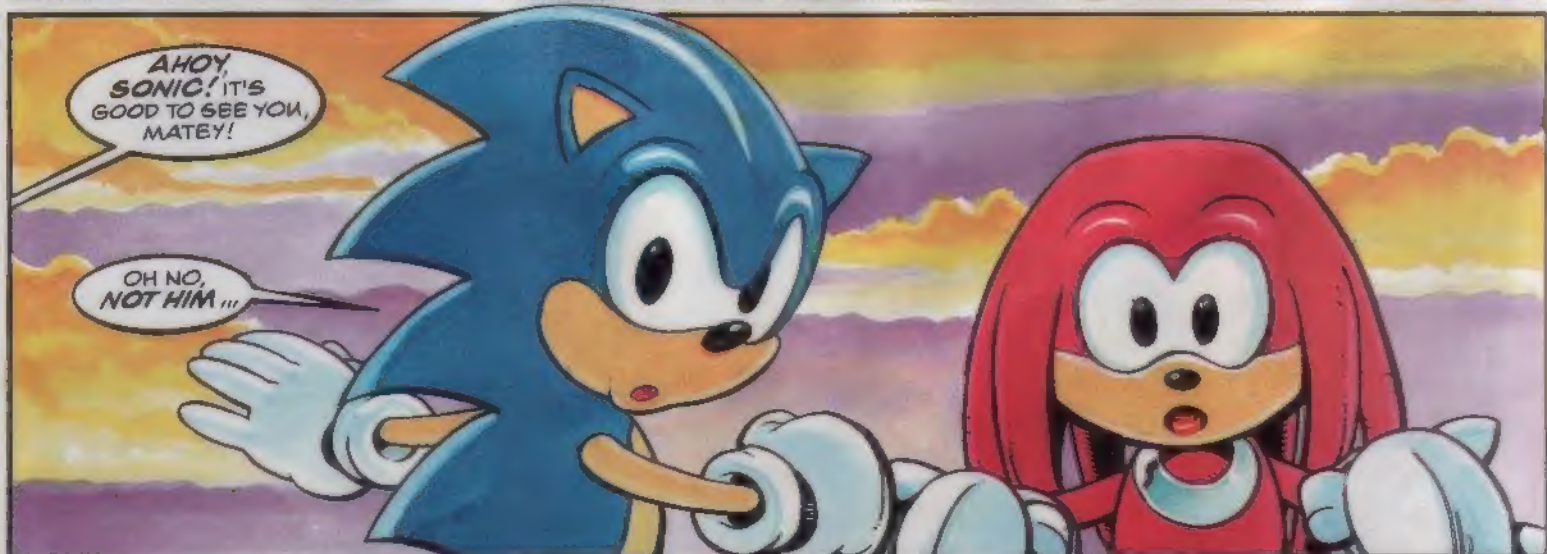
HEY, IF YOU
HADN'T LET ROBOTNIK
USE THE FLOATING ISLAND
TO REPAIR THE DEATH EGG,
I WOULDN'T BE HERE IN
THE FIRST PLACE!



I'M ON MY WAY TO SEE TO THAT **RIGHT NOW**... I JUST GOT A LITTLE DELAYED
BY A BUNCH OF COMEDIANS CALLED
THE MARXIO BROTHERS! *

LOOK,
PAL, THE
DEATH EGG
IS TOO...

* SEE KNUCKLES' OWN STORY,
STC 39-44 - MEGADROID.



AHOY,
SONIC! IT'S
GOOD TO SEE YOU,
MATEY!

OH NO,
NOT HIM...







NEXT ISSUE: THE CURSE!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewer:

David Gibbon



Mega CD

B.C. RACERS

game type: RACING

1-2 PLAYERS

Here's another game to put you in the fast lane. **B.C. Racers** is the latest Mega-CD release from Core Design - the most prolific Mega-CD publishers around. The story goes that Millionaire playboy Millstone Rockafella arranges a wild 'n' wacky BC bike race, the winner of which receives the Ultimate Boulderdash Bike!

B.C. Racers is set in Fred Flintstone-time (lots of rocks and dinosaurs). Played over 32 tracks, the game also features no less than eight types of 3D terrain (ranging from night through to the chilly snow-blizzard course). Each one of the 32 tracks are texture-mapped in 3D and the whole thing plays in a similar fashion to Nintendo's *Super Mario Kart*.



RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalsville

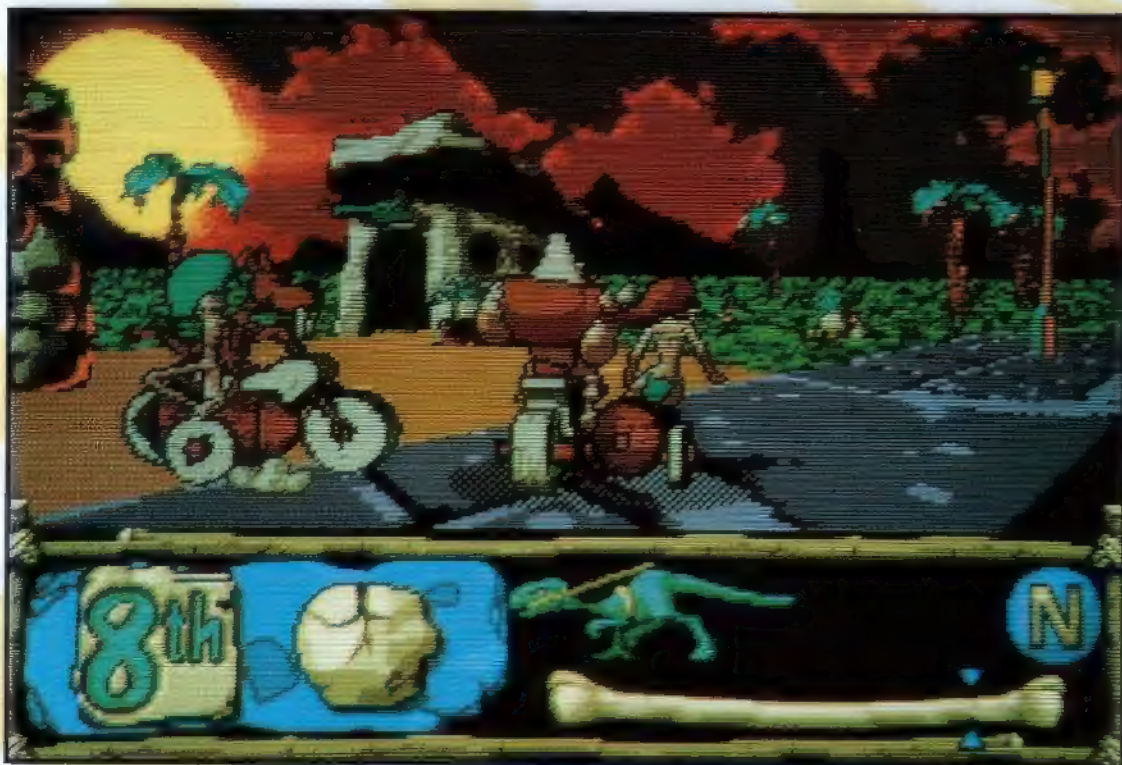
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

At the start of the game you're asked to select from one of six bikes. Each one carries two characters and each have their own attributes. All of the characters also carry a weapon which can be used to knock off an opponent during a race - very handy indeed!

Nitros can be found during a race to boost your vehicle, which is highly necessary as your bike goes real s-l-o-o-o-w. This makes the game very hard indeed. Even I haven't reached first place position yet!

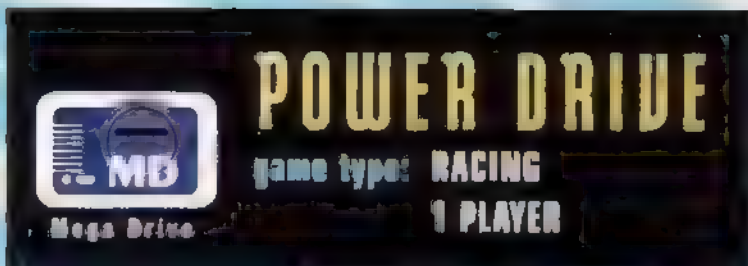
B.C. Racers does have a two-player option, although you're unable to race against one other. Instead, one of you steers while the other sits in the side car and leans into corners etc. Shame, because a real two-player race would have made it real fun.

B.C. Racers is an enjoyable racing game to start with, but ... unfortunately, it contains too many downers to give it a really unbeatable score.



FAST FAX

PUBLISHER	PRICE
CORE DESIGN	£44.99
GRAPHICS	
.....87	
SOUND	
.....80	
PLAYABILITY	
.....78	
RAVES	GRAVES
An enjoyable racer with an impressive cartoon intro.	Too hard, no real two-player option, occasional fuzzy graphics.
OVERALL	79%



A great number of car racing games have been released over the past year, including the excellent *Virtua Racing Deluxe* and *Micro Machines 2*. However, few of them have been based around the dangerous world of rally driving. *Power Drive* is one such title that attempts to recreate

the hazards and pitfalls of one of motoring's most dangerous sports.

Played from a top-side perspective, *Power Drive* takes you across eight international locations from Monte Carlo and Sweden to Britain. Each one has its own driving conditions; i.e., Australia has a hot and humid climate with a sandy track. Also, with a total of 48 races in the game there's more than enough to keep even the most race-hungry driver happy.

At the start of the game you're given a spending budget of \$28,000. Using this cash you must purchase one of the two cars on offer from Group N, which includes a Mini and Fiat Turbo. From there, it's off to the first race. You'll soon discover that it's quite difficult to control your car. The first few times you play you may find the car crashing into the sides of the road etc., but once mastered, steering becomes second nature. As this is a rally car, you'll need to learn how to perform handbrake turns and power slides.

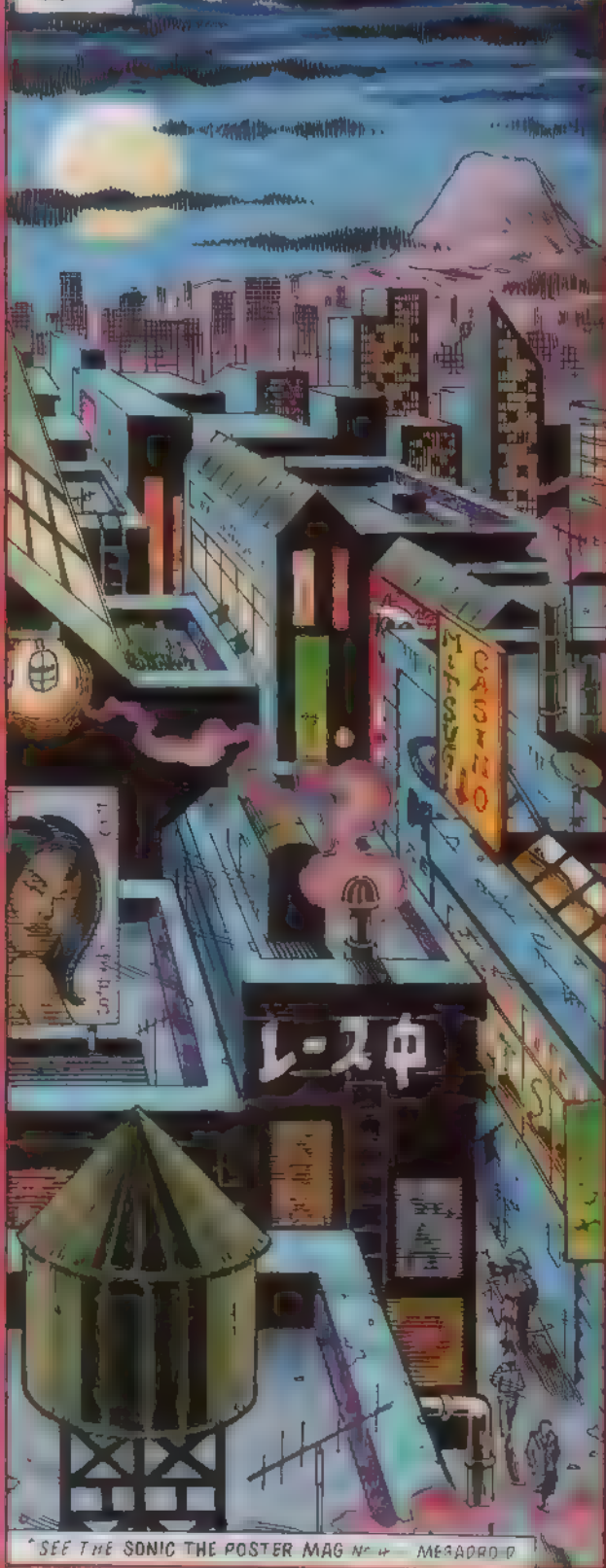
Power Drive is a fun and playable driving sim, but it does have some drawbacks. Most of the races are against the clock, and the race

that does feature opposition only has one computer car. On top of that, there is no real two-player option. You can actually have between two to eight players, but not at the same time. *Power Drive* is a good driving sim, but lacks the fun of *Micro Machines 2*.



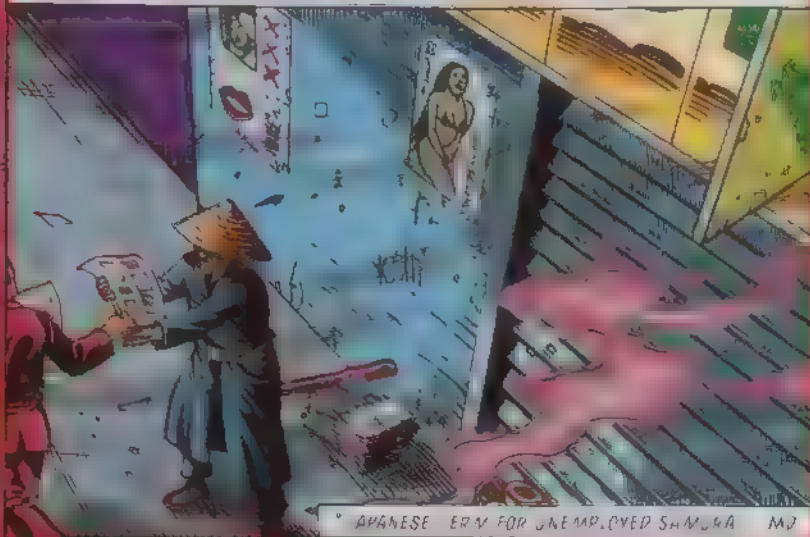
TOKYO 10:47PM 13TH OCTOBER 1964

THE SHINOBI, JOE MUSASHI, HAS BATTLED AND DEFEATED THE VOID,* TOP ASSASSIN OF THE NEO ZED, A CRIMINAL ORGANISATION WHOSE TENTACLES REACH INTO THE VERY HEART OF THE JAPANESE BUSINESS AND GOVERNMENT WORLDS.



* SEE THE SONIC THE POSTER MAG No 4 MEGADROP

NOW MASTERLESS, OR RONIN*, THE SERVANTS OF THE VOID, THE FOUR ELEMENTS, ARE WORKING FOR THE JAPANESE YAKUZA, A CRIMINAL ORGANISATION CONTROLLING ILLEGAL GAMBLING, DRUGS AND VICE ON THE STREETS OF TOKYO.

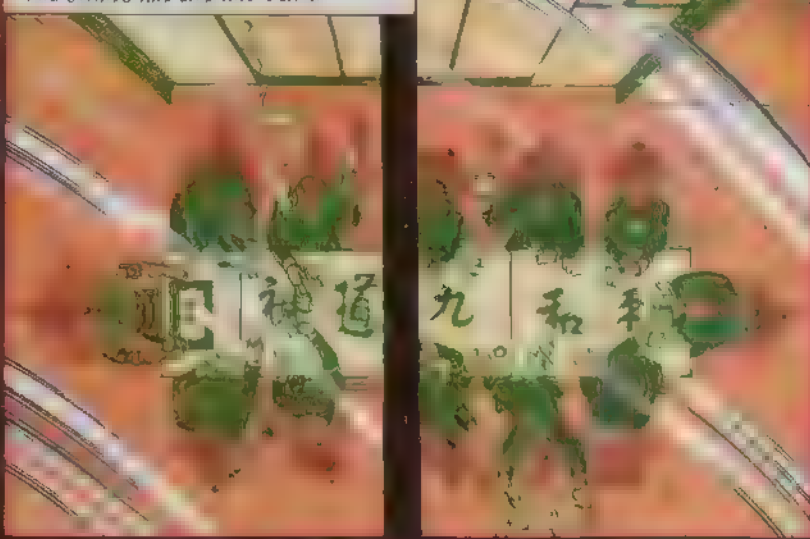


* JAPANESE TERM FOR UNEMPLOYED SAMURAI

JOE MUSASHI IS TRACKING THE MOVEMENTS OF THE FOUR ELEMENT ASSASSINS THROUGH THE JAPANESE UNDERWORLD AND HAS COME TO THIS CASINO WHERE HE BELIEVES THE ELEMENTS ARE HIDEING OUT.



AND THIS BEGINS A DEADLY GAME WHERE THE STAKES ARE LIFE AND DEATH.





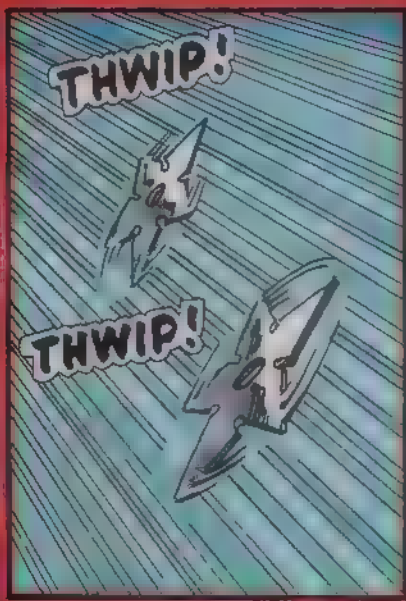
NO MORE
BETS.

NEW
SERIES

Shinobi

POWER OF THE ELEMENTS PART 1

Script: ADAM MCKENZIE Art: BOB HILLARD



*YAKUZA TERM FOR "BOSS"

AT FIRST WE PRESUMED THAT THIS WAS BECAUSE YOUR SECURITY WAS SO EFFICIENT THAT OUR TALENTS WERE UNNECESSARY

HOWEVER, KNOWN TO YOUR GUARDS, JOE MUSASHI, A NINJA OF SOME ABILITY WHO GAVE US PROBLEMS WHEN WE SERVED THE NEO ZED, IS WATCHING THIS CASINO

HE IS CLUMSILY DISGUISED AS A NEWS VENDOR YET YOUR MEN FAILED TO DISCERN HIS IDENTITY

WE ARE BEGINNING TO THINK THE YAKUSA IS NOT THE RUTHLESS ORGANISATION THAT WE HAD HEARD

DOGS!

STOP!

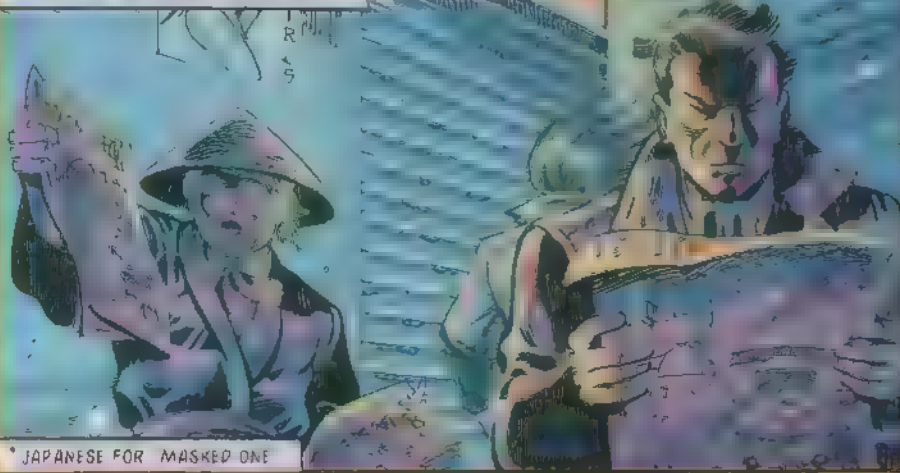
YOU MAY BE RIGHT I'LL GIVE YOU THE CHANCE TO SHOW YOUR ABILITIES BRING ME THIS JOE MUSASHI WOULD SPEAK WITH HIM

AND HERE - TAKE THESE WITH YOU

THANK YOU OYASUN

YOU ARE MOST CONSIDERATE

HIS NAME IS JOE MUSASHI AND HE IS SHINOBI! HE HAS TRACKED HIS MORTAL ENEMIES THE FOUR ELEMENTS TO THIS CASINO. THERE ARE STILL TOO MANY YAKUZA SOLDIERS INSIDE TO MAKE ANY KIND OF MOVE.



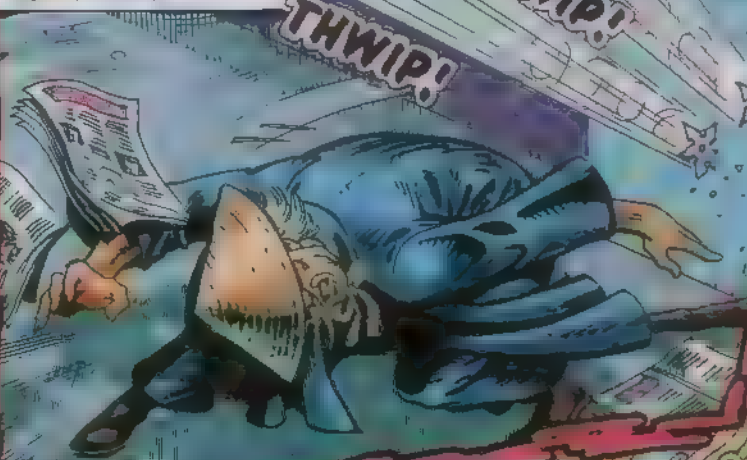
* JAPANESE FOR MASKED ONE

HIS KEEN EARS LISTEN FOR ANY SIGNS OF MOVEMENT FROM INSIDE THE BUILDING



BUT IT'S AN ALTOGETHER MORE FAMILIAR, AND MORE DEADLY SOUND HE HEARS.

THWIP!



AIR!

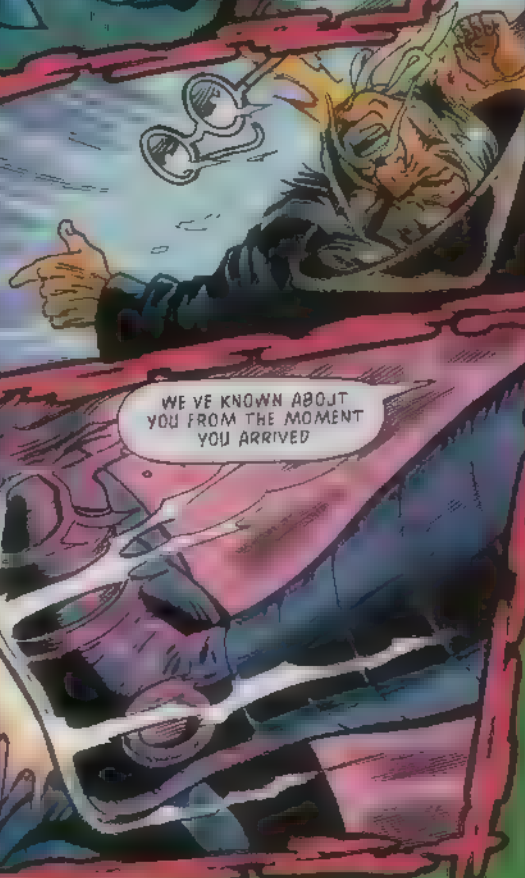
FOOL!



THWAPP!

WE'VE KNOWN ABOUT YOU FROM THE MOMENT YOU ARRIVED

WAKK!



HE IS UNCONSCIOUS. TAKE HIM TO YOUR LEADER!



NEXT ISSUE: INTERVIEW WITH THE YAKUZA

Graphic

Zone

Such is the excitement surrounding the new **Shinobi** series, that **STC** has dedicated a special scribbling section in its honour. As usual, the Boomers behind the artwork will each receive an original **STC** badge, not seen since issue 2!

She-nobi

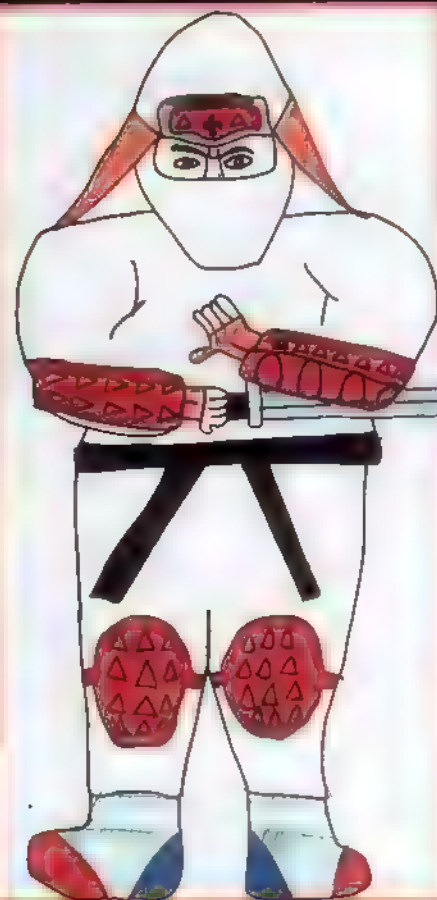
Carol Morgan,
Powys, Wales.
MD owner.
Sonic Badge Winner.



Ah-So, nini



Erik Rutterford, London.
MD owner.
Sonic Badge Winner.



Recognise
the man
behind the
mask?

Seton
China,
Birmingham
MD and MS
owner.
Sonic Badge
Winner.

↓ Samuel Compagnoni, Toronto.
Sonic Badge Winner.



Sonic kicks into act one!



Please send in name & address.
Sonic Badge Winner.

Sonic LEE IN



Robert Evans,
Bickley, Kent.
Sonic Badge Winner.

DRAGHOG

Ninja Knuckles!



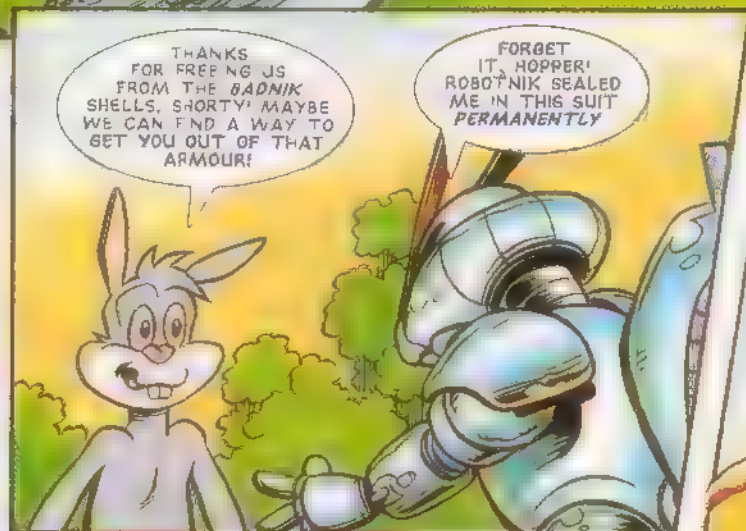
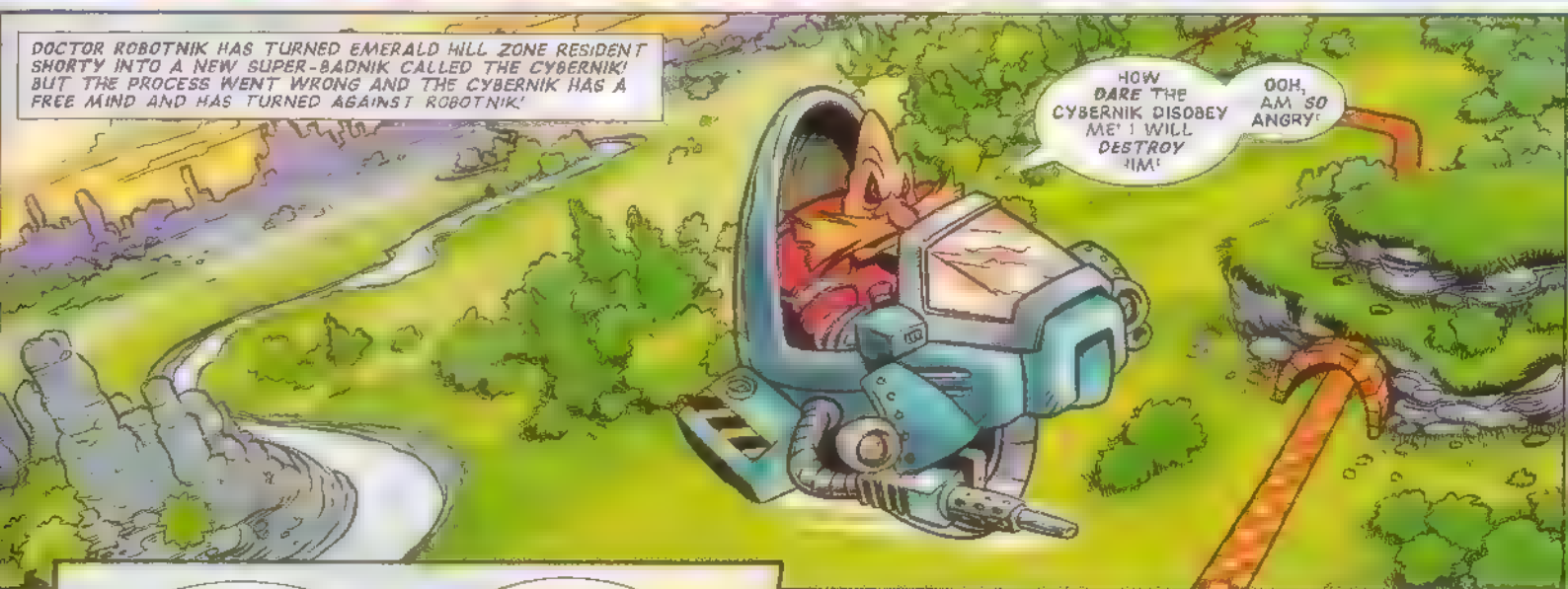
Martin Davies, Brigend, Wales.
MD owner.
Sonic Badge Winner.

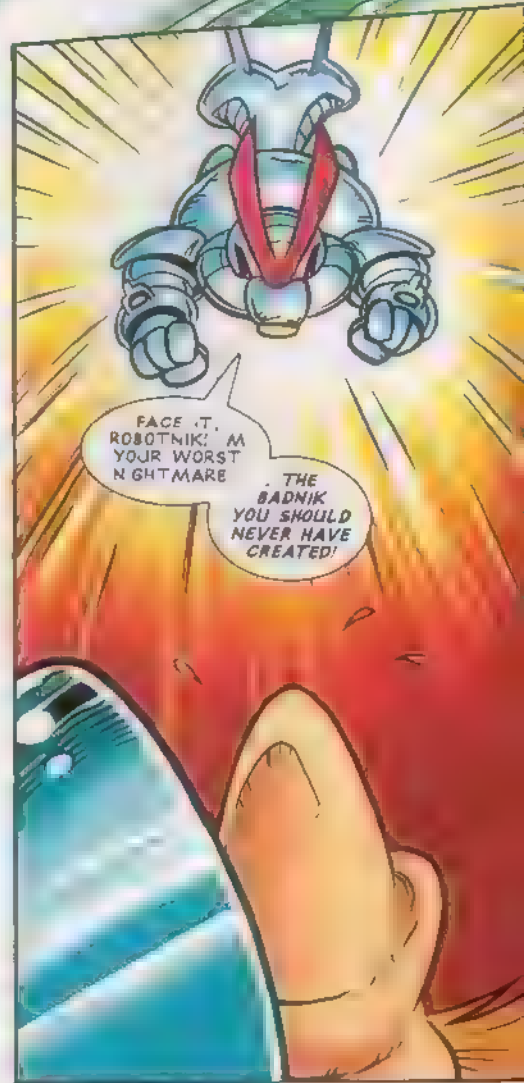
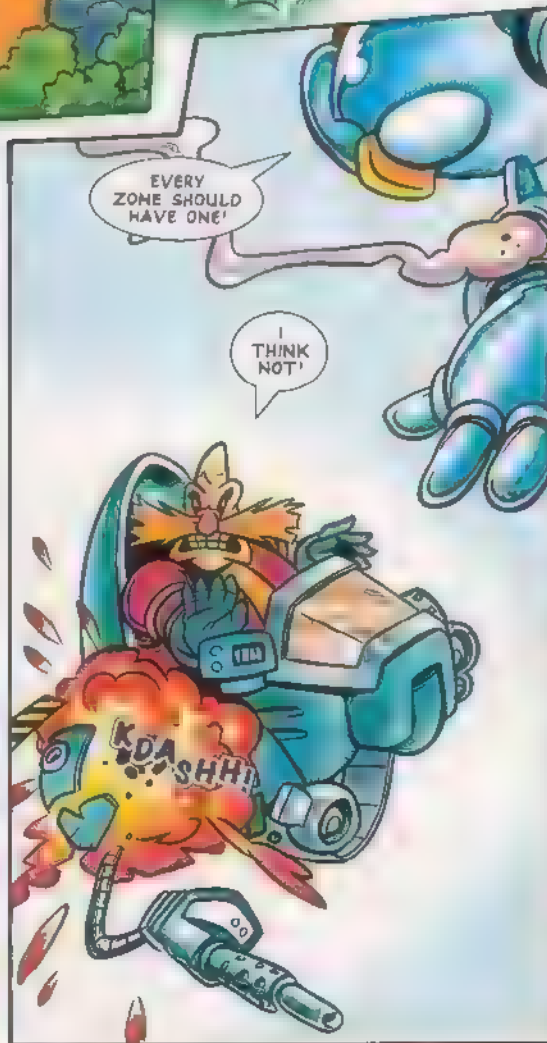
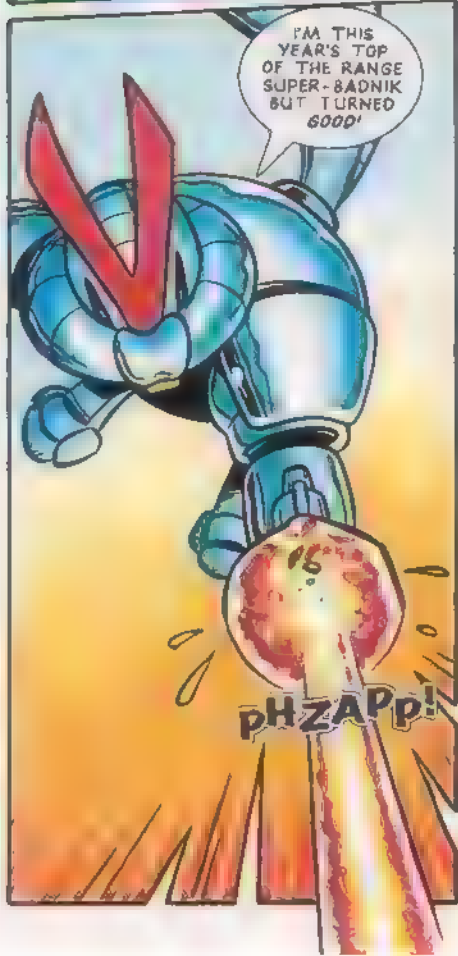
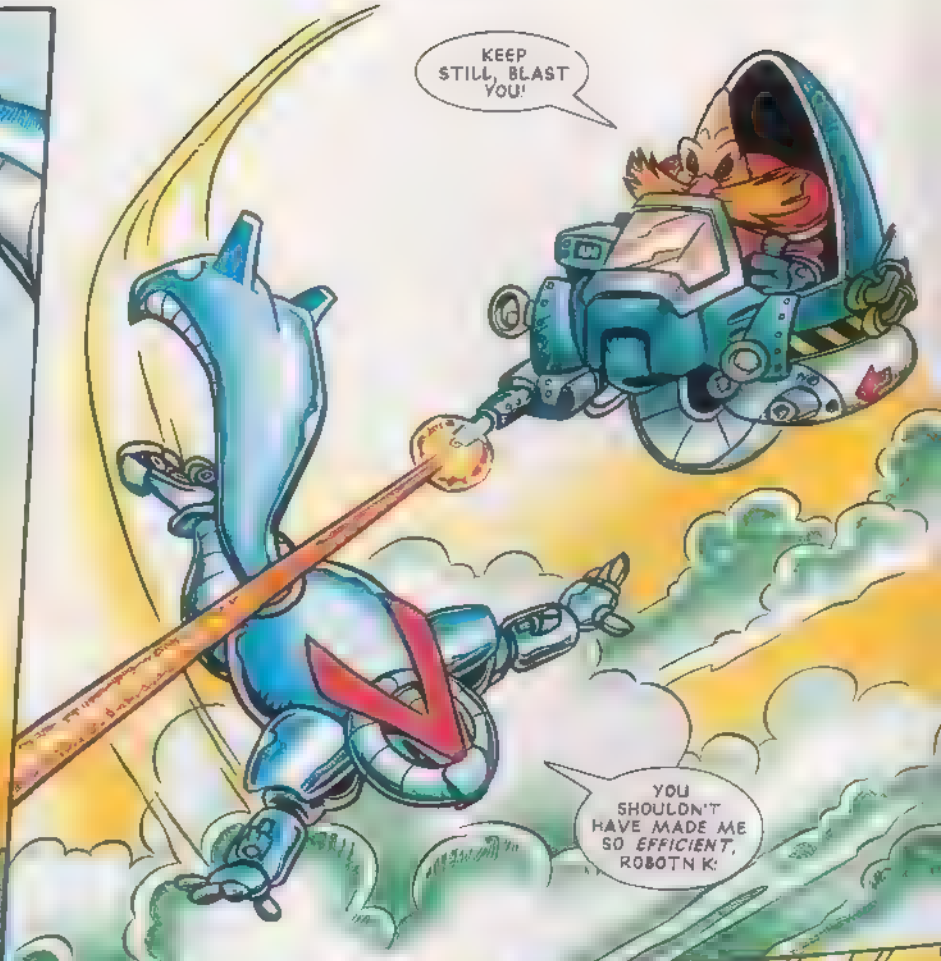
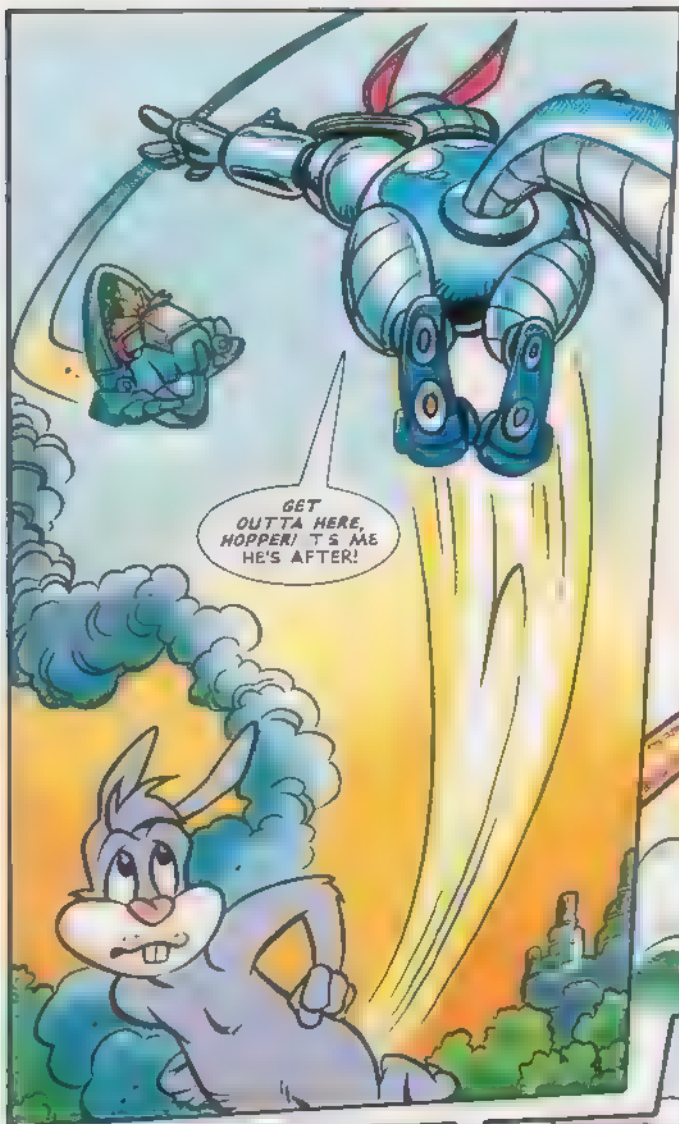
SONIC'S WORLD

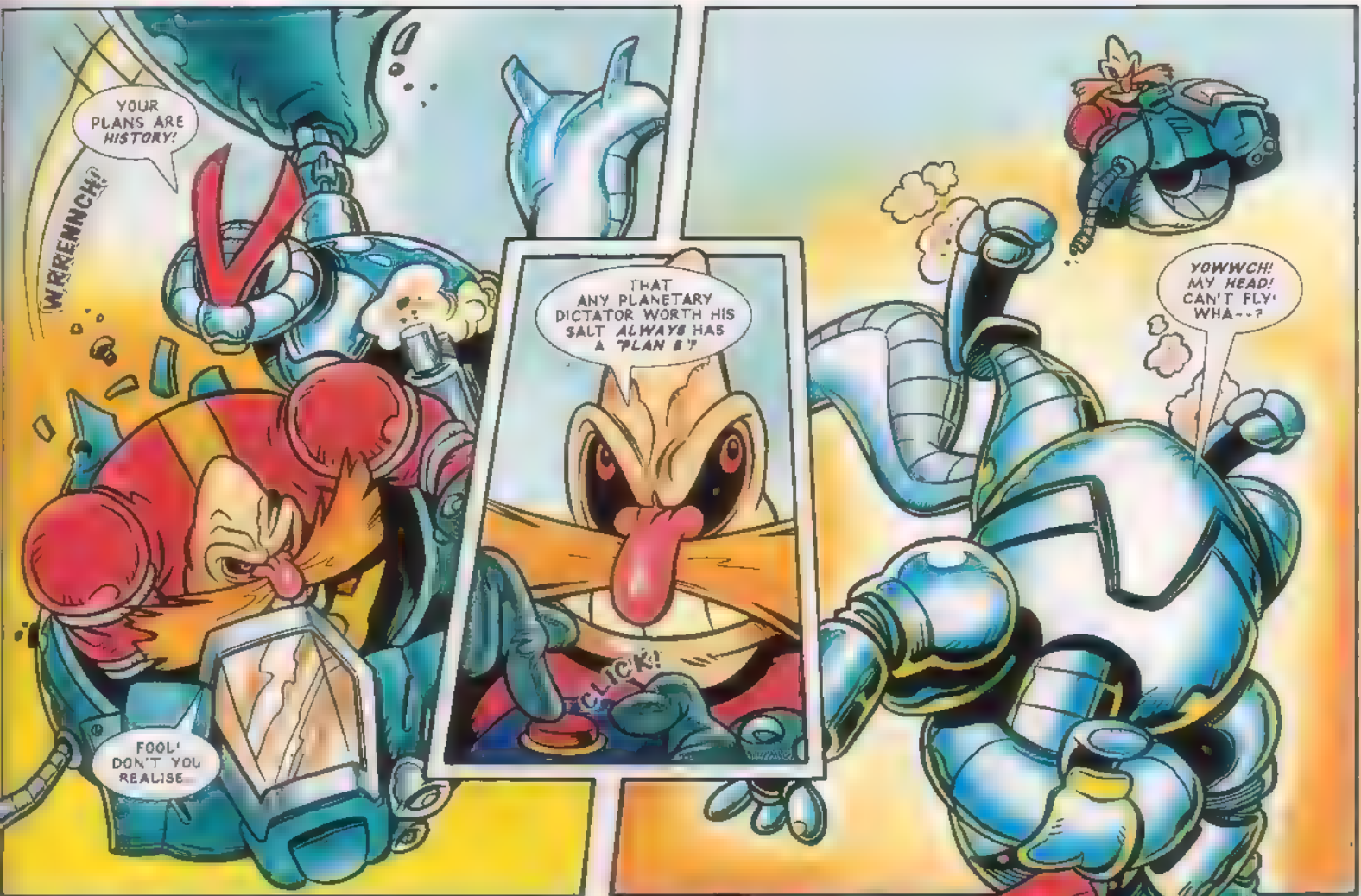
Enter the Cybernik Part 3

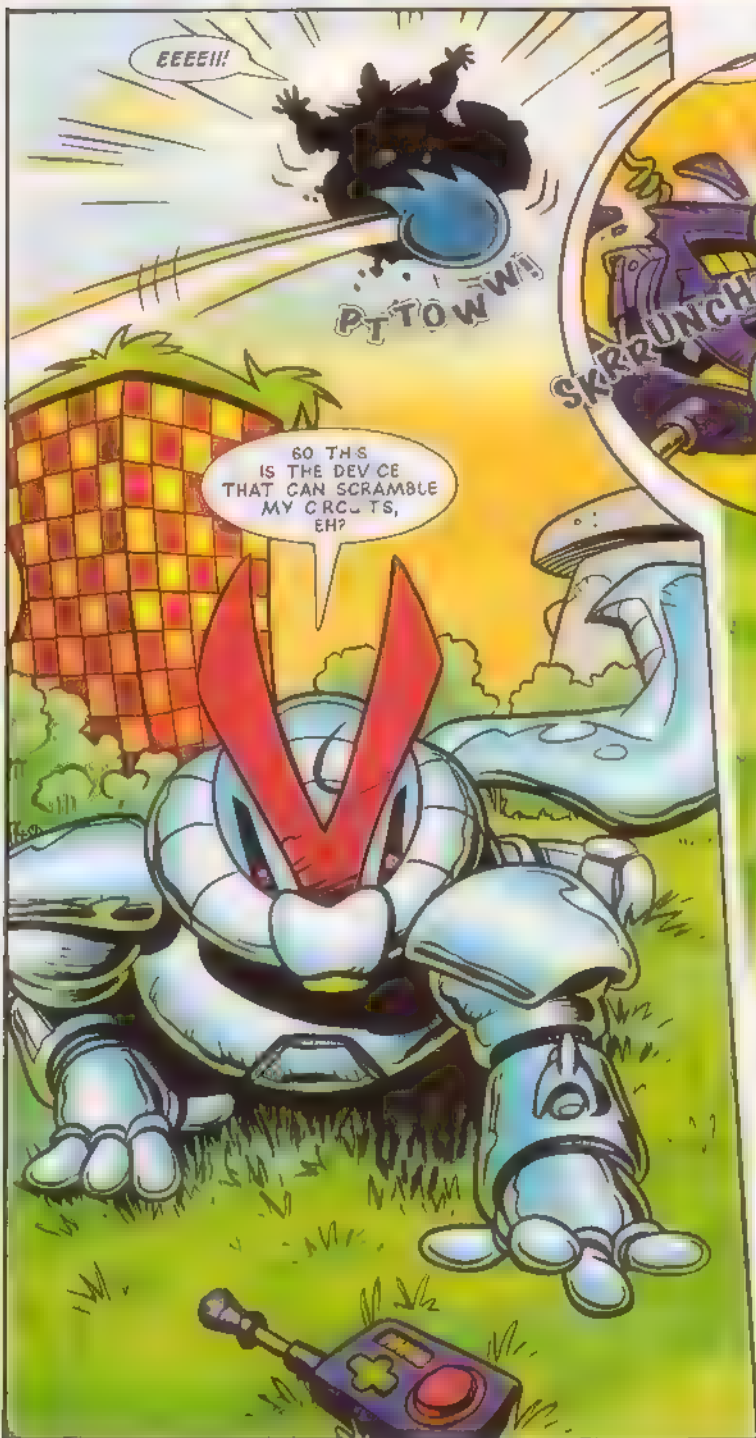
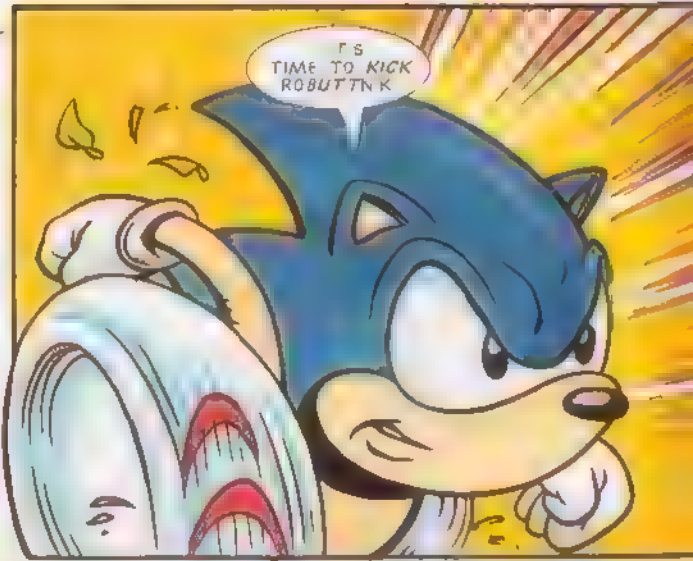
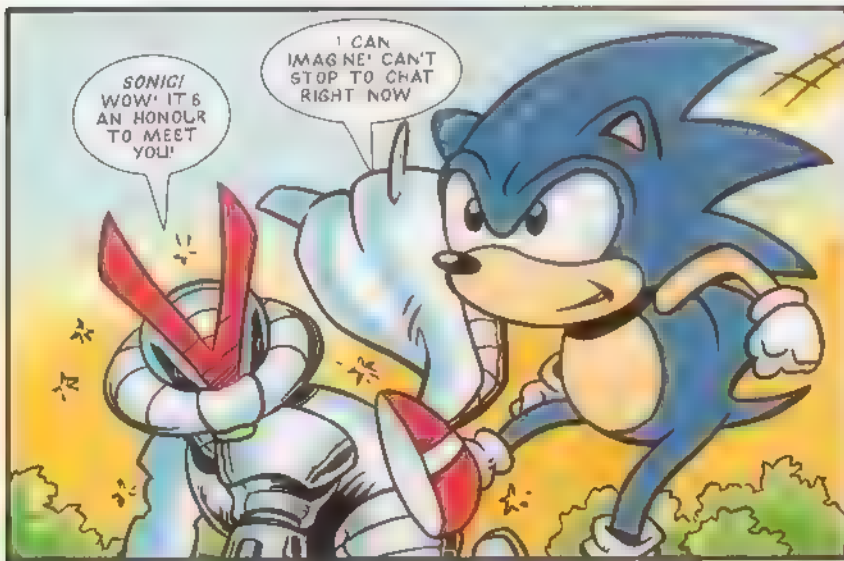
Script: Lew Stringer
Art: Roberto Corona
and John M. Burns
Lettering: Steve Potter

DOCTOR ROBOTNIK HAS TURNED EMERALD HILL ZONE RESIDENT SHORTY INTO A NEW SUPER-BADNIK CALLED THE CYBERNIK! BUT THE PROCESS WENT WRONG AND THE CYBERNIK HAS A FREE MIND AND HAS TURNED AGAINST ROBOTNIK!

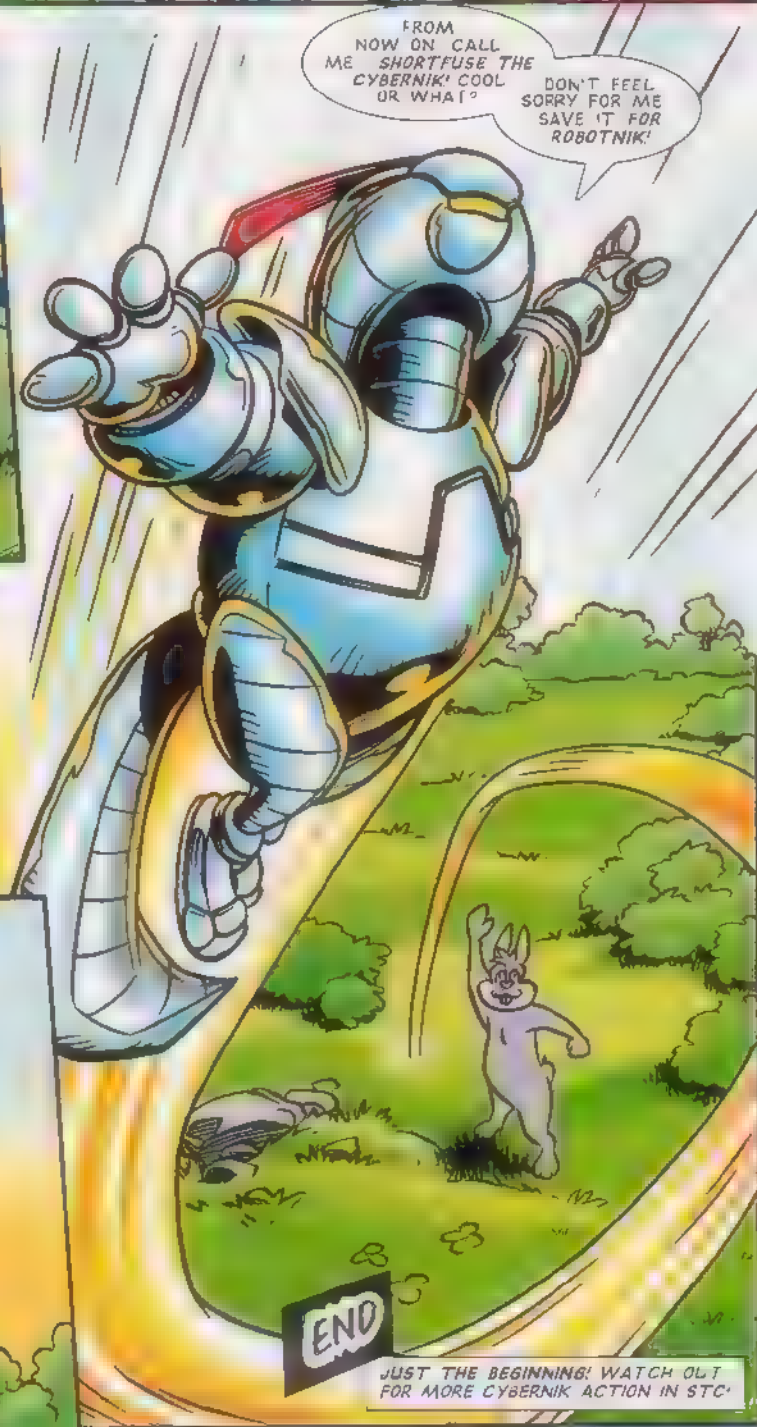
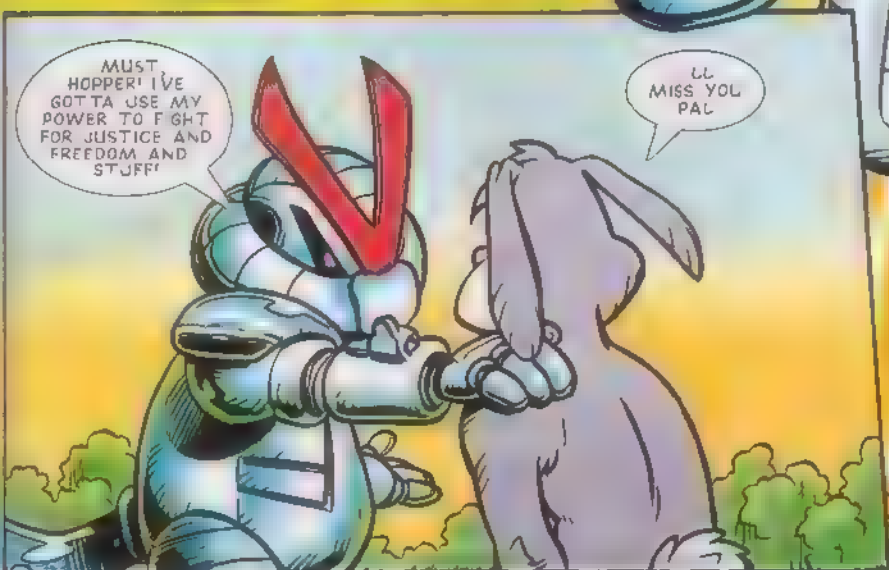
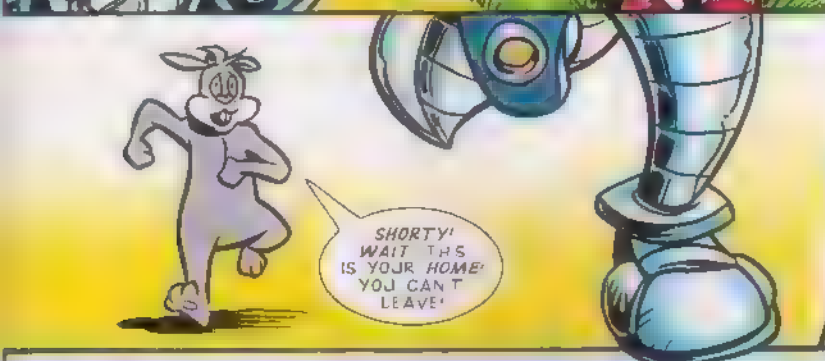
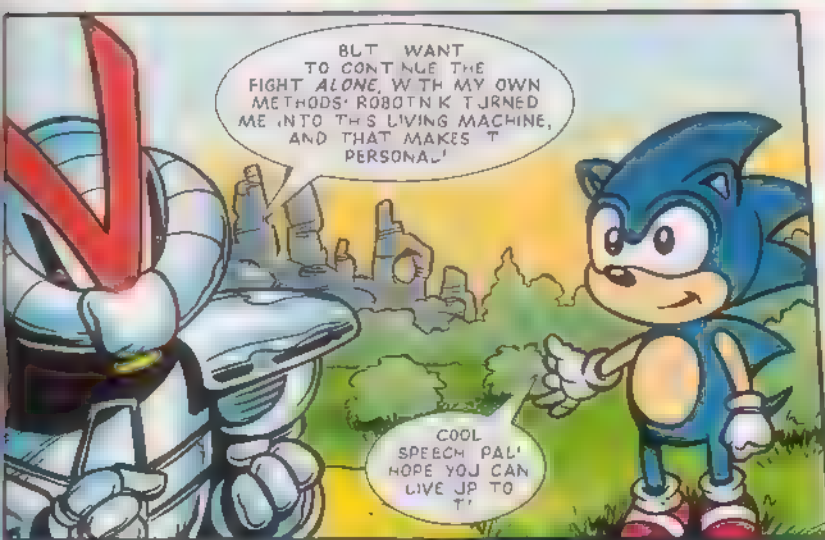
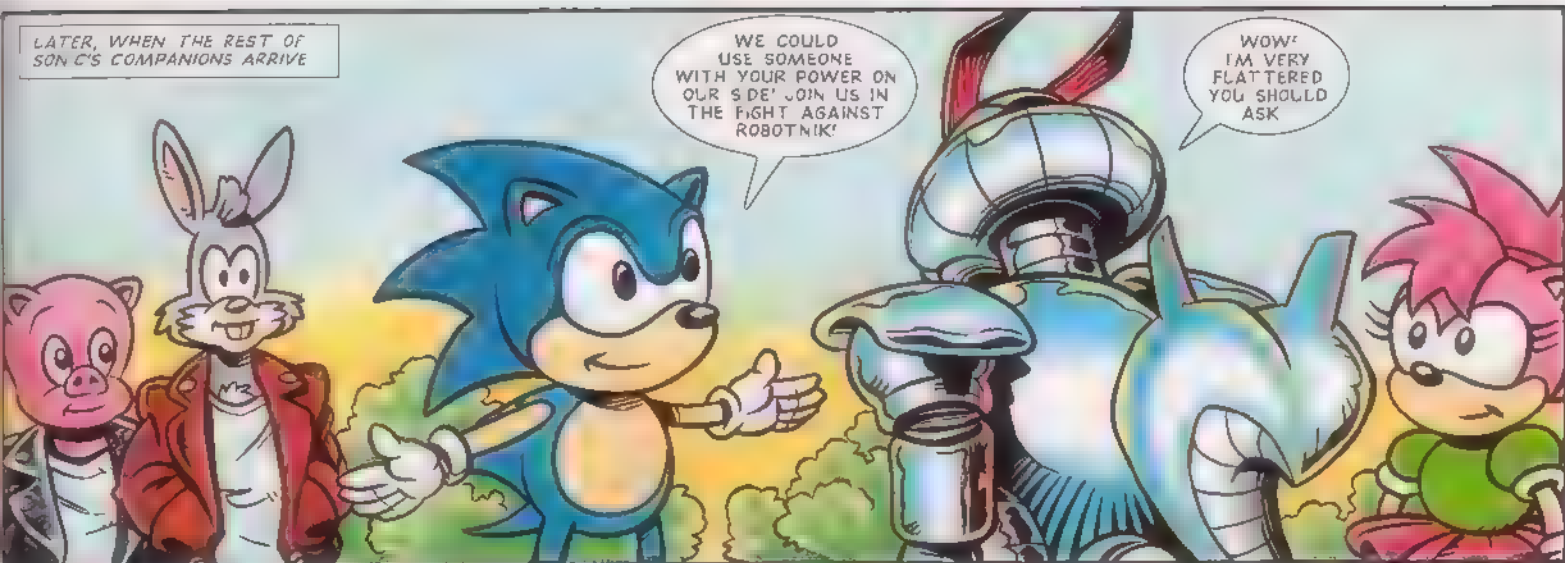








LATER, WHEN THE REST OF SONIC'S COMPANIONS ARRIVE



END

JUST THE BEGINNING! WATCH OUT FOR MORE CYBERNIK ACTION IN STC!

Q Zone

Q: I'm having trouble with the Q Zone. Can you help me?

A: The Q Zone is a very difficult level. You need to be very careful and use the Q button a lot. I'll give you some tips to help you.



APE: Dodge his fire by jumping in the air. Then when he has his back to you, jump on his head. He'll run a bit further up the level, so chase him and repeat these actions. When you reach the top, you'll have completed the level!

LION KING

SPECIAL

Part 2

NEED TO KNOW



SIMBA'S DESTINY LEVEL SEVEN

It's quite easy to get lost on this level, so follow these directions and you should be okay. Start by going left, up, right, up, left, down, right, cut rock from vine, down, left, cut rock from vine, left, up, right, up, left, down, right, down, cut rock from vine, left, up, right, up, cut rock from vine, left, up, left and down to end.

HAZARDS

CHEETANS: As well as the odd single cheetah, many are hidden together behind vines. The easiest way to kill them is to keep mauling them by holding down the B button.

ROCKS: A major problem on this level. Any rocks that are not being held up by vines means they are about to chase after you, so run like mad! Rocks that are held by vines **MUST** be cut down. Do this by standing close to the top and mauling the vine by pressing B.

DEAD-END VINES: Placed throughout this level, these stop

HOW TO GET TO THE TOP

Go right and allow the water chute to take you. Head right, then up. Once at the very top, head right and then allow yourself to be carried down by another water chute. At the bottom, stand to the right of the platform and wait for some logs to appear in the lake. Hop across these, then up the waterfall. Once you reach the top, go right and down another water chute, then head right to meet an ape!

HAZARDS

Probably one of the most difficult parts of the whole game. Start by jumping onto the far-left log as this moves down the slowest. Once here, hop higher on some of the other logs, but try and get back to a log on the far-left. Keep doing this to eventually reach the top.





you from progressing any further. Press the B button to destroy the vine. Even if there is another way you can go, always take this route whenever available.

BE PREPARED - LEVEL EIGHT

Head right until you come to the end. Jump up and hit the loose piece of cave directly above your head. This will cause it to eventually fall, thus creating another exit (make sure you don't stand underneath it when it falls!). Now, while on the raft, you'll meet three platforms which you need to climb on. On the first run like mad to meet up with the raft again; on the second take your time, but watch out for the rolling rock; while the third is near the end. Once there, head left and wait for a cap to cover one of the erupting lava fountains, then climb on top to win.

HAZARDS

LAVA - The two types of Lava to avoid on this level are:-

1. **Dripping Lava** - Don't stand around too long on the top section, otherwise a drop of hot lava will hit you.
2. **Rising Lava** - Found across the top section, these will erupt every few seconds. Wait next to them. As soon as the lava disappears, get past as quickly as possible.

BATS: These fly into you from all angles, losing you energy. As soon as they appear, kill them before progressing any further, otherwise they'll attack you continuously!

SIMBA'S RETURN - LEVEL NINE

This level is basically a maze of caves in which it's very easy to get lost, so follow these directions to find out

which caves you should go through:
1: far-right, 2: far-right, 3: far-right, 4: very top, 5: top-left, 6: far-right and 7: top-left.
Now, walk right to end.

PRIDE ROCK - LEVEL TEN

Start by defeating Scar, then head left. Swing past the hands, then up and right. Climb to the top, then head right over more handles. Climb to the very top to take on Scar again. Head right to the end, then climb up the vertical wall. Head left, then get to the very top by jumping from platform to platform. Once there, you'll face your final battle to become **The Lion King**!

HAZARDS

You'll need to go fast around this level, otherwise you'll have some fierce fire to contend with. If you're stuck on a platform because the next one along is on fire, move off the screen, then come back and the fire should have gone!

A fight with Scar will take place three times during this level. After each fight he'll become stronger and will require more hits to defeat him. To kill him, keep pressing B to maul. If, however, you're near a cliff edge, try and throw him over. You do this by moving close to Scar and pressing Down, B and C simultaneously (this is a very difficult move to perfect, but works very well).



TOP TIPS

1. Before starting to play, go to the options screen and select the Easy level. Not only will the game be just that, but you'll also get eight lives to play with.
2. Make sure you catch next issue's **Q Zone**, which includes an extra special treat for all **Lion King** gamers.

Script & Art:
NIGEL KITCHING
Lettering:
ELIITA FELL

NEW
SERIES

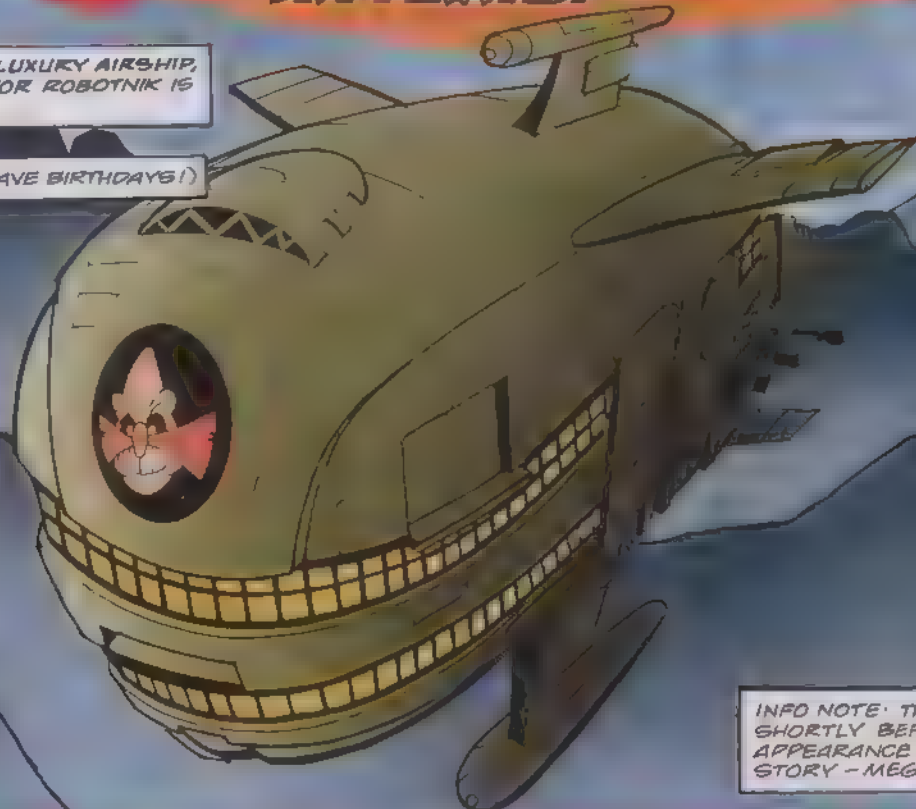
CAPTAIN Plunder

SHIS
SKY PIRATES!



ON BOARD HIS PERSONAL LUXURY AIRSHIP,
THE 'ROBOTNICUS', DOCTOR ROBOTNIK IS
THROWING A PARTY

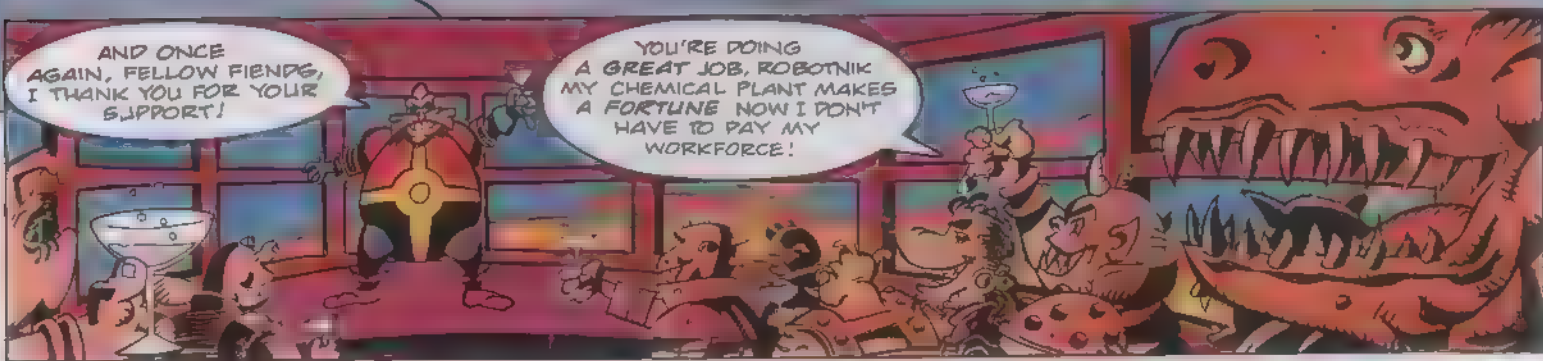
(EVEN EVIL DICTATORS HAVE BIRTHDAYS!)



INFO NOTE: THIS STORY TAKES PLACE
SHORTLY BEFORE CAPTAIN PLUNDER'S
APPEARANCE IN THIS ISSUE'S SONIC
STORY - MEGADROID.

AND ONCE
AGAIN, FELLOW FIENDS,
I THANK YOU FOR YOUR
SUPPORT!

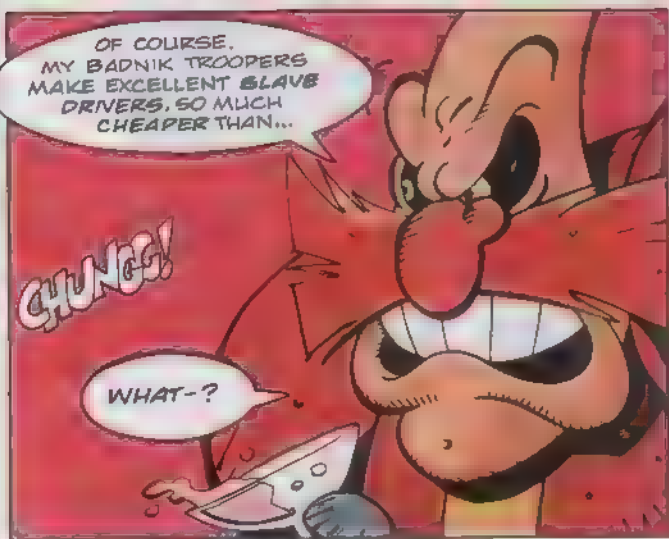
YOU'RE DOING
A GREAT JOB, ROBOTNIK
MY CHEMICAL PLANT MAKES
A FORTUNE NOW I DON'T
HAVE TO PAY MY
WORKFORCE!



OF COURSE,
MY BADNIK TROOPERS
MAKE EXCELLENT SLAVE
DRIVERS, SO MUCH
CHEAPER THAN...

CHUNGS!

WHAT-?

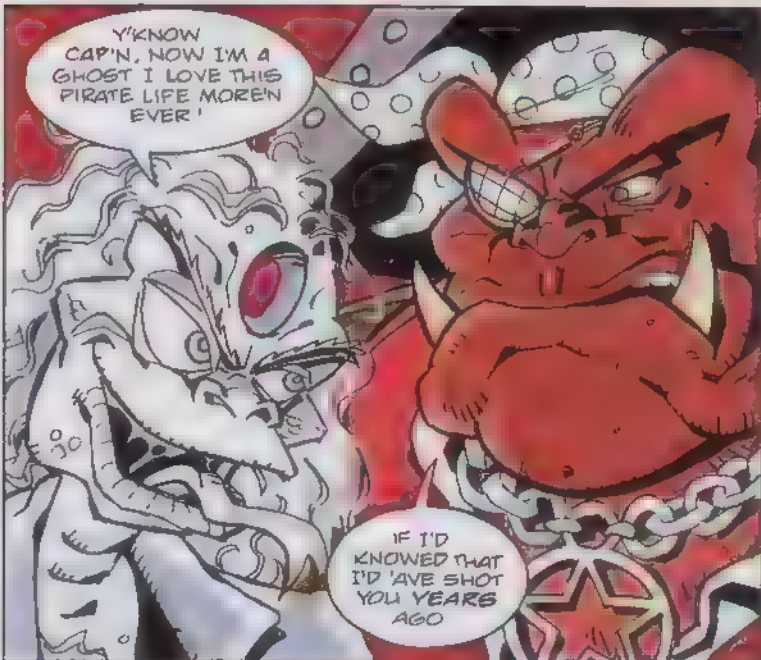


THIS IS MOST
UNFORTUNATE!

ROBOTNIK,
YOU SAID NOBODY
KNEW ABOUT THIS
TRIP!





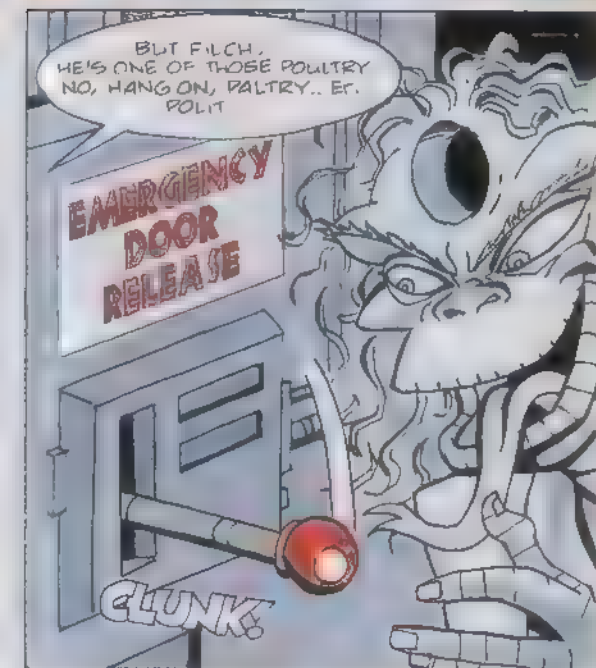


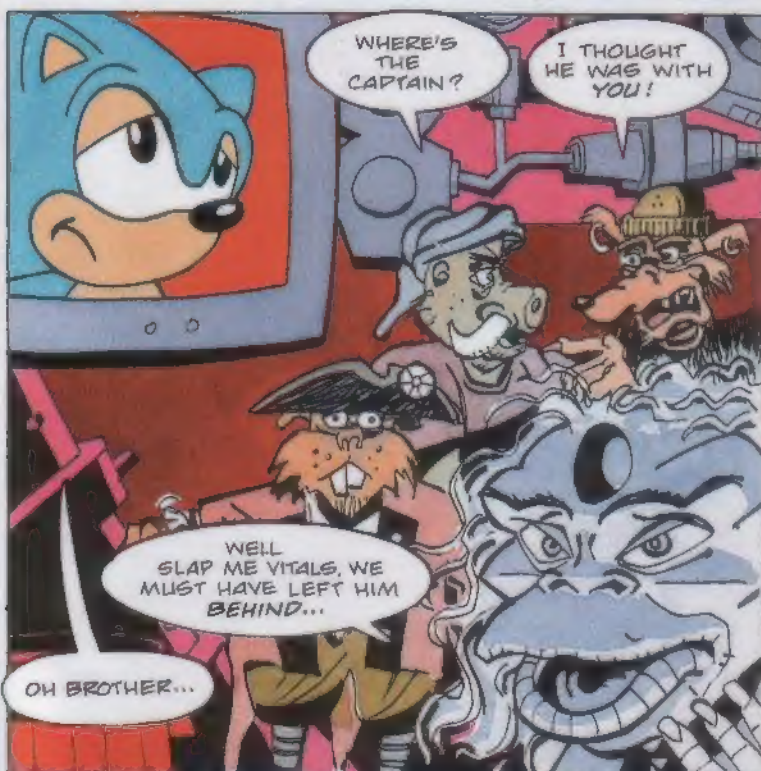


AH, ROBOTNIK, A SMUG CUSTOMER YOU ARE, TO BE SURE!

STILL, I'D WAGER YOU'VE NEVER BEEN ROBBED BY A GHOST. SHOW HIM HOW IT'S DONE, FILCH!

AYE, CAP'IN!





NEXT ISSUE: THE TRIAL OF CAPTAIN PLUNDER!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Doctor O'Robotnik sporting his St Patrick's Day outfit!



Daniel Baldwin, Southport, Merseyside.
MS/MD owner. Sonic Water Fun Game Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Flint Stoned!

Dear STC,

How can Carl Flint call himself an artist? He makes Sonic and Tails look like infants! You may be sitting in luxury with all that money you're making Carl, but once in a while concentrate on drawing some decent artwork!

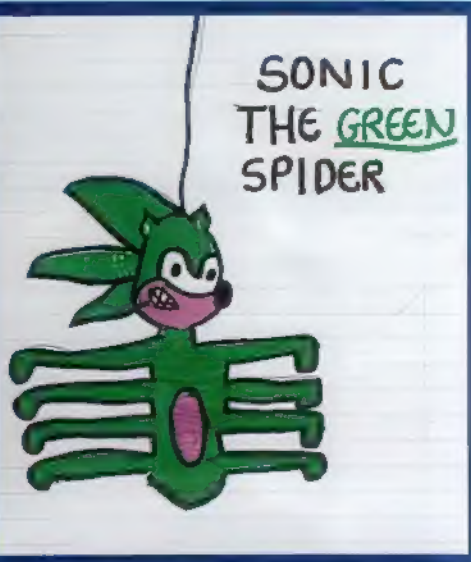
'Angry' Kati Mason,
Leiston, Suffolk.

Sonic Water Fun Game Winner.



Are all the infants in Suffolk hairy then, 'Angry'? STC rang Droid Flint on his 'mobile', but

his personal masseur said he was too busy having his legs waxed to comment.



Mark Eavis, Huntingdon, Cambs. MS owner.
Sonic Water Fun Game Winner.

New Age STC?

Dear Megadroid,

My dad suggested that STC should be put on a cartridge and inserted into a console. This would enable the viewer to listen to a running commentary while watching visuals on the screen at the same time!

Michael Gaye, Rugeley, Staffs.
MD owner.

Sonic Water Fun Game Winner.



I thought that old-type humes were supposed to be baffled by modern technology, Michael?

Bumper Car-Toons!

Dear Megadroid,

Me and my sister really enjoyed STC 41's Bumper Issue. My favourite story was Marko's Magic Football, but my sister preferred Amy. Are there any plans for them to return in the future?

Simon Gentle, Retford, Nottingham.
MD owner.

Sonic Water Fun Game Winner.



That depends Si, on whether any other like-minded Boomers feel the same as you and your sis.

Watch this space!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaclickous Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE...
HANG OUT WITH
CAPTAIN PLUNDER!



**NEW
 SERIES**

TAILS!
IS BACK IN ZONERUNNER 2!

PLUS

SONIC!
PYRAMID POWER!

SHINOBI!
MORE MYSTERY FROM THE ORIENT!

STC 48 - A REFRESHING CHAIN-GE TO OTHER COMICS!

ON SALE SATURDAY, 18TH MARCH 1995

£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
 25/31 Tavistock Place,
 London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
 achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
 see as a STC strip in the future?

I THINK.....

would make a great comic
 strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
 in this issue in order of
 preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 47

OF **STC?**

%



Z2: THE ZONERUNNER

HE'LL BE BACK **in** **STC 48!**



ART: ROBERTO CORONA